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EDITORIAL – MERRY CHRISTMAS!

by Michael Friend

This is my special Christmas present issue to all VINDICATOR subscribers. Almost a year ago I promised to publish a special *WarpWar* issue, and this is finally it. All you *WarpWar* fans (and I include myself in that category) should find enough material here to keep you busy for quite awhile.

I had originally hoped to publish this material in a much earlier issue, but various circumstances (not necessarily financial) kept me from doing it until now. A litle over a year before I began publishing VINDICATOR I was PBMing a game of *Rivets* with a fellow gamer from Canada, Mr. Brian Train. During our correspondence we expressed our mutual enjoyment of Micros and I mentioned that *WarpWar* was my all-time favorite wargame. Soon after that Brian sent me some files of preliminary variant rules notes for *WarpWar* that he had pulled off the 'Net. This was just the kind of material I needed for my newsletter so I asked Brian to get the writer's address. He responded by providing me with a name of a gamer who lived in Michigan, Mr. Evan M. Corcoran, who I quickly introduced myself to. Evan explained that he was trying to organize a group of people on the 'Net to develop expanded rules for *WarpWar*.

A year passed and after I published my first issue I sent a complementary copy to Evan, asking him for permission to print any *WarpWar* material that he may have written in the interim. When I didn't receive a timely response I assumed that Evan had forgotten about or given up on me. A few weeks later I received a note from his mother explaining that he was in Europe and that all his mail, including my package, was being forwarded to him. Eventually Evan wrote back, waxing enthusiastic about my newsletter, gave me permission to use the *WarpWar* material that he and others had developed and instructed me in what could be reprinted. During the period between when I first wrote to him and before he went overseas, he had "published" a small Internet newsletter titled WARPWAR DIGEST, which was used as a springboard to refine the material presented in the current issue of VINDICATOR. In Evan's own words, "The first ten issues of WW DIGEST were spent discussing various rules proposals, and when we had all agreed, I compiled everything into one handy file."

The actual DIGEST files were sent to me by Timothy Swenson (designer of *Stellar Wars*) late last year. Not being aware that I was eager to examine this material, Timothy sent me several of the later issues of WW DIGEST as a curiosity that he thought I might be interested in. Indeed I was interested and thanked him profusely. Now that I finally had the material and the permission to use it, I was all ready to print it except for one extra item. Along with the variant rules I wanted to include a larger custom-designed, six-panel Microgame-sized map that would allow from four to six players to play *WarpWar* at the same time. Yes, you read that right, a multi-player *WarpWar* map! And accompanying that map would be four more sets of warpship and systemship counters for use by those extra players. Because the *Stellar Wars* issue (Summer 1996) cost so much to print I couldnt afford to do another supplement issue so soon after that, so that is why I've waited until the

December issue to finally publish the *WarpWar* material.

As for credits, I was able to hire Gary A. Kalin (cover artist for several of the Microgames) to design the enclosed counter sheet, while David Rose prepared the map from my initial crude design. One comment about the counters. There are two new unit types included, marked "B" and "C". These correspond to the Bases and Colonies presented in the "Variants" article elsewhere in this issue. The blue B and C counters can be used with the first bagged edition of *WarpWar*, while the red B and C counters are for use with the second boxed edition. So, it doesn't matter which edition of the game you own, you can still play multi-player scenarios with the variant rules on the new map. And speaking of the new map, it is quite different from the regular map. Upon examination you'll immediately notice that none of the base stars are safe from their immediate neighbors. Every warpline system has a backdoor open to the systems on either side. No player can consider himself to be safe from his opponents. Everyone must be constantly on the alert for raids and back stabs. This map will tend to produce a wild and wooly game.

According to a couple very sketchy notices in TSG #17 and #26, *WarpLords* was meant to be a large, multi-player sequel to *WarpWar*. Obviously *WarpLords* was one of numerous vaporware products announced in TSG, so the rules, map and counters included with this issue will have to substitute as a distant second in lieu of a game that was never published. I hope you'll agree this is an acceptable substitute and that it was worth the wait. ❑

WARPWAR VARIANTS – SECOND EDITION

compiled in 1994 by
Evan M. Corcoran

This is a collection of variant rules for Microgame #4, *WarpWar*. Some of these rules are complex and change the nature of the game radically; others fit smoothly with the original system. To a degree they can be mixed and matched with one another to produce a *WarpWar* of desired simplicity or complexity. Rules marked with a • are "official" 2nd edition rules and generally make no radical changes to the original system.

Many *WarpWar* enthusiasts have contributed to this article. Thanks to all of them!

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SECTION I: SHIP COMPONENTS

1)•CANNONS (C) are used by a ship to launch Shells. Each Cannon may fire either one, two or three Shells per combat round. 1 PD is required to power a Cannon for one combat round. Each Cannon costs 1 BP to build. Cannons are treated as Beams as far as combat goes, i.e. ship's drive setting is used on CRT, but they may not be used with Beams or Screens. May be used with Missiles.

2)•SHELLS (SH) are fired by Cannons. Each Shell does a basic 1 point of damage if it strikes. Hit +1 and +2 and TL extra damage is added per burst of Shells, not per individual shell. 1 BP builds six shells. Shells do not have a drive setting; they are unguided and act like Beams in that they hit according to the ship's Drive and combat tactic. In other respects Shells are treated as Missiles - a ship may be built to carry any number (though they may never exceed the capacity they were built with), and they may not be transferred between ships. Shells are not affected by ECM.

Example: S1 is TL = 1, PD = 5, C = 2, SH = 6. In combat with W3 (TL:1), the orders are as follows -

S1 Attack D=3, C=1 (fire 3 shells), C=1 (fire 1 shell)
W2 Attack D=2

Checking the CRT, S1 obtains a Hit +2 against W2 with both guns. First burst of two shells does [3 (shells) + 1 (tech level) + 2 (hit bonus)] = 6 points of damage. Second burst does (1 + 1 + 2) = 4 points damage.

3)•ELECTRONIC COUNTERMEASURES (E) allows a ship to alter

Evan Corcoran is editor of the Internet newsletter WARPWAR DIGEST.

the effective Drive of incoming enemy missiles and force them to miss or do less damage. ECM costs 1 BP per point. The ship can allocate PD to ECM in combat, up to the ECM rating with which the ship was constructed. In combat, after orders are revealed, the player using ECM allocates his ECM points among the attacking Missiles, and then adds or subtracts the difference between the defending ship's tech level and each Missile's tech level from the ECM points allocated to that Missile.

Example: W8 (TL:2) generates 3 points of ECM. Two Missiles are launched at W8; one at TL = 0 and D = 2 and one at TL = 4 and D = 3. W8 allocates 1 point of ECM against the first Missile and 2 points of ECM against the second. Subtracting the first Missile's TL of 0 from W8's TL of 2 gives a +2, which is added to the 1 point of ECM allocated against the first Missile, totalling 3 effective points of ECM for that Missile ONLY. W8 may alter the first Missile's Drive rating by 3 points in either direction - he chooses to reduce it to zero. Subtracting the second Missile's TL of 4 from W8's TL of 2 gives a -2, which is subtracted from the 2 points of ECM allocated against the second Missile, leaving zero effective points of ECM for the second Missile ONLY.

4)•HOLDS (H) costs 1 BP per 5 BP capacity. Holds contain BPs and allow Warpships to transport BPs between stars. When taking damage, 1 point of damage will destroy one 5 BP-capacity Hold AND 5 cargo BPs, or fraction thereof. When taking damage on a Warpship with more than one Hold, the player may choose to damage empty Holds before BP-carrying Holds. BPs may be loaded or unloaded during the Build event only. BPs may not be transferred between ships. Systemships may not have Holds.

5)•Armor (A) is ablative hull reinforcement. 1 BP builds (3 + tech level) points of Armor. 1 point of armor will absorb 1 point of damage. Armor is repaired at a cost of 1 BP per 3 points of Armor, regardless of tech level. It is also "legal" to buy or rebuild 2 points of Armor and 1 regular Missile, or 1 point of Armor and 2 regular Missiles with 1 BP.

Example: W6 is built at tech level 3. 2 BPs are spent on Armor for W6, building (2 x (2 + 3)) = 10 points of armor. Two turns later W6 is damaged and 4 points of Armor are destroyed. The cost to repair W6's armor from 6 to 10 points is 2 BP.

6)•Repair Bays (R) cost 5 BP. A ship with a Repair Bay may use BPs in the Hold or from a star to repair itself or any number of other ships present on the same star hex during the Build/Repair event. BPs mined from Baseless stars may be used immediately to repair by ships with Repair Bays. Repair Bays, like Warp Generators, do not take damage in combat and are destroyed when the Warp Generator is destroyed.

7) System Defense Beams (SDB) are small Beam projectors built in a system to serve as a last ditch line of defense. They represent both planetary emplacements and satellites. System Defense Beams cost 2 BPs for a 1 strength point unit. (This reflects both the gun and the power plant needed to operate it.) SDBs may be built only in 1 strength point denominations. It takes one missile or one beam hit to destroy an SDB. Any extra force is wasted. (Attacking with one ship firing a beam of 10 only destroys one SDB. This is because of their physical separation.) Each SDB must be attacked separately. SDBs may combine attacks on enemy ships in any desired combination. SDB Beams are assumed to have a speed of one (1) when attacking; they use the Attack tactic when firing, and the Retreat tactic when not firing.

Expanded Combat Results Table for WarpWar

by Evan M. Corcoran

Here is the Combat Results Table for *WarpWar* expanded to give each Drive difference its own line. Results in parentheses are reciprocal results: if both ships use Beams and/or Cannons, only one intersection need be looked up to get damage results for both ships. ❑

Firing Ship Tactics	Drive Difference	Target Ship Tactics: ATTACK	DODGE	RETREAT
RETREAT	-3 or less	Miss (Miss)	Miss (Miss)	Escapes (Miss)
	-2	Hit (Hit +1)	Miss (Hit)	Escapes (Miss)
	-1	Hit (Hit +2)	Miss (Hit)	Escapes (Miss)
	0	Hit +2 (Hit +2)	Miss (Hit)	Miss (Hit)
	+1	Hit +2 (Hit)	Miss (Hit)	Miss (Hit)
	+2	Hit +1 (Hit)	Hit +1 (Miss)	Miss (Miss)
	+3	Miss (Miss)	Hit (Miss)	Hit (Miss)
	+4	Miss (Miss)	Hit (Miss)	Hit (Miss)
	+5 or more	Miss (Miss)	Miss (Miss)	Miss (Miss)
DODGE	-4 or less	Miss (Hit)	Miss (Miss)	Escapes (Miss)
	-3	Miss (Hit)	Hit (Miss)	Escapes (Miss)
	-2	Miss (Hit +1)	Hit (Miss)	Escapes (Miss)
	-1	Hit (Miss)	Hit (Miss)	Escapes (Miss)
	0	Hit (Miss)	Hit (Hit)	Escapes (Miss)
	+1	Hit (Miss)	Miss (Hit)	Escapes (Miss)
	+2	Hit (Miss)	Miss (Hit)	Escapes (Miss)
	+3	Miss (Miss)	Miss (Hit)	Escapes (Miss)
	+4 or more	Miss (Miss)	MIss (Miss)	Escapes (Miss)
ATTACK	-5 or less	Miss (Miss)	Miss (Escapes)	Escapes (Escapes)
	-4	Miss (Hit)	Miss (Escapes)	Escapes (Escapes)
	-3	Miss (Hit)	Miss (Escapes)	Escapes (Escapes)
	-2	Miss (Miss)	Miss (Escapes)	Escapes (Escapes)
	-1	Hit (Miss)	Miss (Escapes)	Escapes (Escapes)
	0	Hit (Miss)	Miss (Escapes)	Escapes (Escapes)
	+1 or more	Miss (Escapes)	Miss (Escapes)	Escpaes (Escapes)

SDBs may not be attacked until they have fired or until all friendly ships have been destroyed or have had their firepower destroyed. Ships attacking SDBs must use a drive setting of 3 or less due to the extremely small size of the projectors.

Energy gain from SDBs: SDBs may be fired singly or in any combination at the owning player's ships, instead of firing at enemy ships. Instead of damaging the friendly ships, the energy is absorbed and added to the current PD allowance of the ship(s) so fired at. It then acts in all ways like energy generated by the ship's engines. It is possible to have a higher PD than the ship was originally designed with. This in no way harms the ship.

8) System Defense Missiles (SDM) are self-contained Missiles and launchers that are aimed and fired by onboard computers. (They are a lot like "brilliant pebbles.") SDMs are like spaceship-launched Missiles except that their maximum speed is six (6) due to design considerations. SDMs cost 1 BP per 2 SDM. This includes the cost of launching apparatus. Because of their small size and easy-to-hide characteristics, SDMs may not be attacked by ships.

SDBs and SDMs are treated like normal Beams and Missiles when technology increases. All SDBs (but not SDMs) must be destroyed before a system is considered captured. If there are SDMs left over at the end of combat they are considered to be detected and eliminated.

9) Split Drive and Power Plant (D, P) Replace the Power/Drive with:

- Drive (D) denotes maximum speed of the ship.
- Power Plant (P) produces energy used for Drive and weapons.
- Each point of Drive or Power Plant costs 1 BP.

10) Marines (MA) come in a self-contained shuttlecraft that is launched from a Tube like a Missile and has its own Drive setting. If it hits, the platoon takes over the ship, unless there are Marines present on board. If this is the case, both platoons are eliminated. If the Marine craft misses, it must wait until combat ends to be picked up by a friendly ship. If the friendlies lose, the craft is destroyed. Marine shuttles ignore Screens. Ships captured by Marines are wholly owned by the capturing player. Captured ships may not participate in the combat during which they were captured. Each Marine platoon costs 1 BP.

SECTION II: MOVEMENT

"Movement Points" in this section are non-combat 'strategic' movement points and do not alter normal combat rules.

1)•Movement Points of Warpships equal one-half (1/2) of the PD rating, rounding up.

2) Warp Generators cost 3 BP + maximum movement point value, e.g. to build a Warpship with 4 Movement Points, 7 BP must be spent on the Warp Generator.

3) Warp Generators produce (3 + Tech Level) Movement Points for non-combat movement only. Warpships may have more than one Warp Generator.

4) Tactical speed is governed by a thrust/weight ratio. In combat, tactical speed is determined by the following formula:

$$\text{SPEED} = \frac{\text{THRUST}}{\text{WEIGHT}}$$

THRUST = (6 + Tech Level) x (D allocation)
WEIGHT = total number of BPs for construction

5) To travel n space (not warpline) hexes requires at least n squared undamaged PD units. For example: if in one turn a ship moves one hex to reach a star, then travels two warpline segments, and finally travels two more space hexes, it would require 11 PD = $(1 + 1 + 1 \text{ space})^2 + 2$ warpline.

SECTION III: ECONOMICS

1)•Star Ownership - A star is owned by a player if, 1) there is a friendly starbase and no enemy ships present, or 2) there are friendly ships and no enemy ships present.

2)•Scrapping - Ships may be scrapped for 1/2 their current total BP value. Ships may only be scrapped at Bases during the Build event.

3)•BP Collection - Each star has a basic BP value, determined before play. A good range is 0 - 5. During the Build event of a player's turn, he collects BPs from all owned systems. If a friendly Base is present, the player collects double the BP value of that system and may stockpile the BPs on that Base; if no Base is present, the basic BP value is collected and the BPs must be immediately stored in a ship's Hold or they are lost. BPs may not be transferred between stars except in Holds; BPs may not be transferred between ships.

4)•Bases - A Base costs 30 BPs. These BP need not all be spent in the same turn, but they must be brought in Holds to the star on which the Base is

to be built. A record must be kept of the progress of Base construction on the star. If an enemy ship is present unopposed at the end of the enemy's turn on the star where there is an incomplete Base, that Base is destroyed and all BPs spent are lost. BPs received from a star may not be used to build a Base at that star in the turn they were received. A Base doubles the basic BP production of a system. A Base is destroyed automatically when enemy ships are present unopposed on the star hex at the end of the enemy's turn. One half of all BPs present on the destroyed Base can be immediately picked up by ships in the system if they have sufficent Hold space. Any BPs not immediately picked up are lost. Only one Base may be built on each star hex. [The Base (B) counters included with this issue may be placed in the star hex to designate a completed and operational Base. Ed.]

5)•This is the order of actions in the Build event, using the above rules:

1. Build:
   (a) Recieve new Build Points from owned stars according to the economics rules. Add to stockpiles and record current Base totals. Load or unload system BPs into Holds.
   (b) Scrap old ships at Bases and add Build Points to Base stockpiles.
   (c) Build new ships and Bases, repair and resupply old ships. Subtract expenditures from Base totals. New ships are placed on the star they were built at.

6) Colonies - A Colony is an upgraded Base. A Base may be upgraded to a Colony if 30 BPs are spent at the Base; the BPs need not be spent all at once, but they must be spent at that system, either from the system's own production or from Holds of ships present. A Colony quadruples the basic BP production of a system. Colonies may not be destroyed. If a player captures an enemy Colony, BP production is reduced to 2x basic value. Colonies may be recaptured. Optionally, Bases may be capable only of repair and resupply and stockpiling BPs, while Colonies are able to build as well as repair, resupply and stockpile. [The Colony (C) counters included with this issue may be placed in the star hex to designate a completed and operational Colony. Ed.]

7) Half-Cost Repairs - Each BP spent on repairs rebuilds 2 points of ship component.

8) Ordered Ship Design - Ship attributes, excepting Warp Generators and Repair Bays, must be arranged in order on the ship record sheet. Attributes may be placed in any order, except that Missiles must always be listed in groups of three, and Shells in groups of six. Damage must be taken on attributes in order starting from the far right and proceeding leftwards. Likewise, damage must be repaired starting with the leftmost (i.e. the most recent) damage on the sheet. Missiles and shells are fired from left to right.

EXAMPLE: A Warpship with the attributes W2: PD = 7, B = 3, S = 2, T = 1, M = 3, E = 2 could be arranged like so:
W2: PBTMMMPEPSPBPBPSPE
After taking three effective hits of damage, W2 would look like this:
W2: PBTMMMPEPSPBPBP{SPE}
The next attribute to take damage would be a PD unit, then a Beam factor. If W2 made it back to base in the above condition, the first attribute that would have to be repaired would be a Screen unit, then a Power unit, then an ECM factor.

[Ed. Note: This system was obviousy inspired by the ship system display in *Starfire*, published by Task Force Games.]

SECTION IV: TECH LEVELS

1)•Tech increases one level every six turns. Thus ships built in turns 1 - 6 are tech level 0, those built during turns 7 - 12 are tech level 1, those built during turns 13 - 18 are tech level 2, and so on.

2) Tech levels do not increase automatically for all weapon systems - they must be bought in three separate types. The three types of technology are: Energy, Guided and Kinetic. Energy TL is applied to Screens and Beams, Guided TL is applied to Missiles and ECM, and Kinetic TL is applied to Shells and Armor. Players are not required to develop technology, nor are they required to develop all technology types equally. Each tech level costs 10 BPs x level desired. BPs spent on technology do not have to come from the same planet or be spent at the same time. BPs spent on technology are cumulative. Technology levels never decrease. Players may not gain more than one tech level per type per turn. Tech levels may be traded to other, allied players in a multi-player game, at a rate of one TL per one TL, e.g., a player may trade off his Kinetic TL 3 in return for Energy TL 2, with both players gaining no more than one level. Technology may be stolen; a player steals tech when he captures a star with a Base from a player with a higher TL. If the difference between the players' TL is only 1, the capturing player gets 5 BPs towards his next TL in all applicable types. If the difference is 2, he gets 4 BPs, if 3 he gets 3 BPs and so on. These BPs may not be used in construction, only for TL. Example: Player 1 (TL = E:1 G:3 K:2) captures a star with a Base from Player 2 (TL = E:3 G:1 K:3). Player 1 gets 4 BPs towards E:2 and 5 BPs toeards K:3.

3) Screens subtract their TL from each separate hit, not from total damage received.

EXAMPLE: Two Beam 2 hits on a Screen 3, with both ships at equal TL:
Tech 0 ((2 + 0) + (2 + 0)) - (3 + 0 + 0) = 1
Tech 2 ((2 + 2) + (2 + 2)) - (3 + 2 + 2) = 1
Tech 5 ((2 + 5) + (2 + 5)) - (3 + 5 + 5) = 1
Tech 5 vs Tech 4, same weapon, Shield mix 2 x 2 attacking, 3 defending:
Tech 5 firing vs Tech 4
((2 + 5) + (2 + 5)) - (3 + 4 + 4) = 3
Tech 4 firing vs Tech 5
((2 + 4) + (2 + 4)) - (3 + 5 + 5) = -1 (no damage)
Tech 1 firing vs Tech 0
((2 + 1) + (2 + 1)) - (3 + 0 + 0) = 3
Tech 0 firing vs Tech 1
((2 + 0) + (2 + 0)) - (3 + 1 + 1) = -1 (no damage)

4) Tech increases one level per tech type (as above) every two turns, like so:

Turn 3: Energy TL +1
Turn 5: Guided TL +1
Turn 7: Kinetic TL +1
Turn 9: Energy TL +2
Turn 11: Guided TL +2
Turn 13: Kinetic TL +2
...and so on.

5) For every tech level over 0, increase beam or screen effectiveness by 1/3. Thus, a 5 point Beam at tech level 3

— continued on page 10

WARPWAR SHIP RECORD SHEETS

by Evan M. Corcoran

I've put together a ship record sheet that should be suitable for printing out. It's half a page wide so you can put two side by side on a page and save paper. I intend this sheet not for use in regular games but for referees of large PBeM games who have dozens of ships to keep track of. With a handy ship record form the beleaguered referee can fill in the information necessary with a minimum of fuss and keep fleets organized. I used boxes for the various ship statistics instead of just leaving a blank for numbers because it seemed appealing. The extra boxes can be crossed out with pen, and battle damage can be marked off with light pencil. Either that or the sheets can be laminated so that they are reusable. One more thing; I used the "differing tech levels for different weapons" rule from the "Variants" article because that's the rule I will use when I run a big game (someday). ❑

WARPWAR SHIP RECORD SHEET

Ship ID: Tech Level:
Name: Date Built:
Type: Total Cost:
Nationality: Shipyard:

ARMAMENT

Energy Tech Level:
Screens ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Beams ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Guided Tech Level:
Tubes ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Missiles ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
ECM ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Kinetic Tech Level:
Cannons ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Shells ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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ENGINES

Warp Gen. ❑
Power/Drive
❑❑❑❑❑ ❑❑❑❑❑
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CARGO

Repair Bay ❑
Ship Racks
❑❑❑❑❑ ❑❑❑❑❑
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Ships:

Holds
❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑
BPs:

WARPWAR SHIP RECORD SHEET

Ship ID: Tech Level:
Name: Date Built:
Type: Total Cost:
Nationality: Shipyard:

ARMAMENT

Energy Tech Level:
Screens ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Beams ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Guided Tech Level:
Tubes ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
Missiles ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Kinetic Tech Level:
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Shells ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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ENGINES

Warp Gen. ❑
Power/Drive
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CARGO

Repair Bay ❑
Ship Racks
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Ships:

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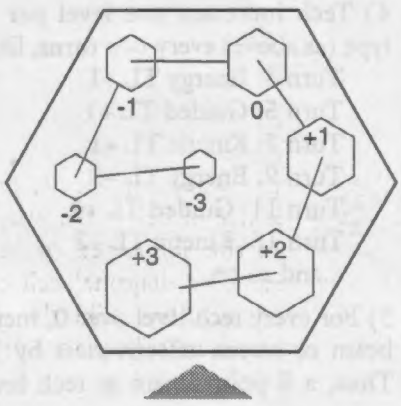
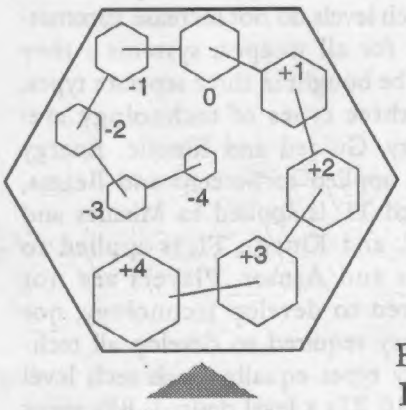
BPs:

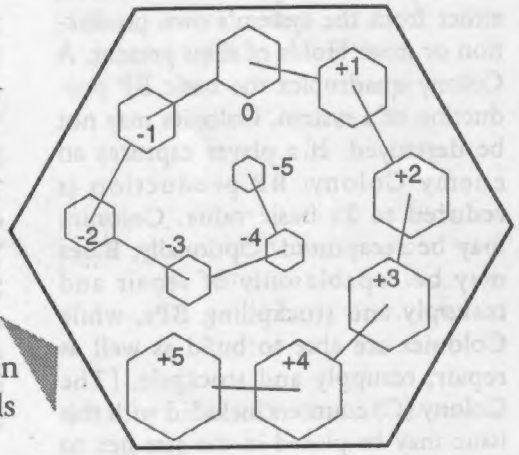
These hex level patterns are for constructing a 3-D tactical display using the article on the next page.



Seven Levels



Nine Levels



Eleven Levels

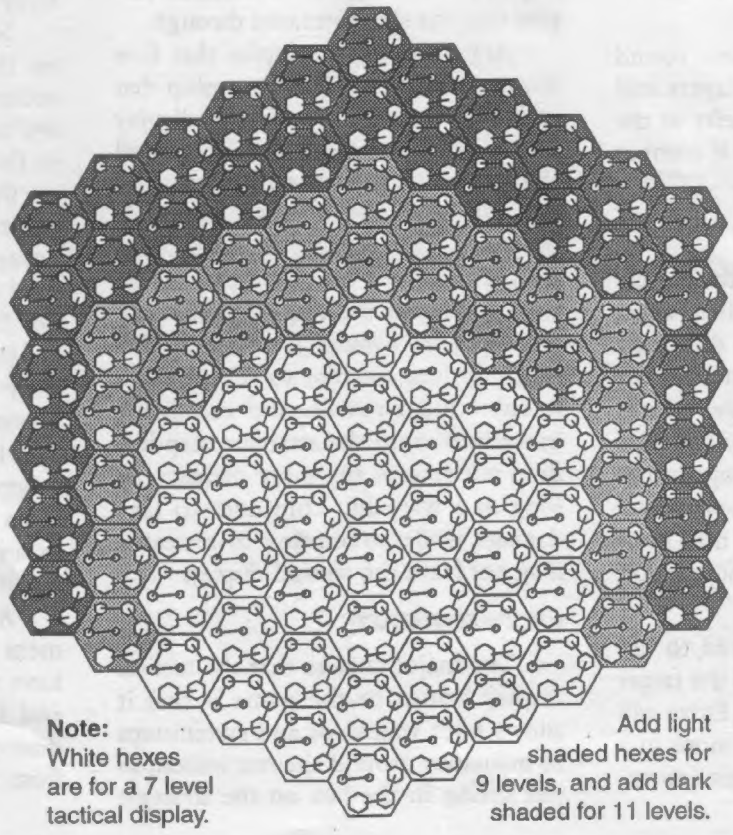
WARPWAR IN THREE DIMENSIONS

by Michael Friend

Amazingly enough, though the other spaceship combat games of the era (*Starfire, Shooting Stars, Starfleet Battles,* etc.) were designed to be tactical in nature, *WarpWar* is a strategic game. The ships jump from star to star along established warplines and just sit there on the star hexes while the players calculate and perform their battle plans. With just a little extra effort *WarpWar* can be transformed into a satisfying three dimensional tactical game, a special feature which the other spaceship games don't have. The only additional item required is a tactical battle display modeled on the three dimensional hex system developed by Lynn Willis for *Godsfire* and later used again in *Holy War.* Because none of the other gaming supply manufacturers produce blank 3-D hex sheets in the style of *Godsfire*, you'll either have to make your own display or use the actual *Godsfire* and/or *Holy War* map boards as a tactical display.

Ideally the display, which attempts to simulate a generic star hex from the *WarpWar* map, should be a large hexagonal pattern, with each of the six sides having the same number of hexes. If you use both pieces of the *Godsfire* map then you can have a fairly large display, with a maximum hexagonal pattern having six hexes per side and eleven hexes across from angle to angle. The *Holy War* map is much smaller and can only give you a pattern with four hexes per side and seven hexes across. In both cases you'll have to block off or otherwise cover the extra hexes on the maps that won't be used. Additionally, you should ignore the stars printed on both maps as well as the nebulae cells on the *Godsfire* map and the warplines on the *Holy War* map. All vertical cells within the hexes should be treated as clear cells, except for the cell at level zero (0) in the center hex, which is the cell occupied by the star. Mark this cell with an extra blank counter or coin to designate it as the star cell.

If you wish to hand-craft your own tactical display then you can make it any size you want, with any number of vertical levels that you want. The *Godsfire* map has eleven levels (numbered +5, +4, +3, +2, +1, 0, -1, -2, -3, -4, -5), with level 0 representing the map surface. The *Holy War* map has only seven levels (from +3 to -3). If you use an eleven level hex then you can create a large display with six hexes per side, while a seven level hex can produce a display with four hexes per side. You could also create an intermediate display with a nine level hex (+4 to -4) that has five hexes per side and measures nine hexes across from angle to angle. A nine level display can be produced using the *Godsfire* map by simply ignoring the +5 and -5 levels printed in the hexes. If you don't want to use the *Godsfire* or *Holy War* maps, or don't own either of the games, then you can create your own custom tactical display map based on one of the three different hex level patterns (for seven, nine and eleven levels) on the previous page. Below is an illustration of how such a completed tactical display would look.



Note: White hexes are for a 7 level tactical display. Add light shaded hexes for 9 levels, and add dark shaded for 11 levels.

PLACING SHIPS ON THE DISPLAY

In the regular game combat occurs when ships owned by both players occupy the same star hex at the end of a player's movement phase. Normally this situation would immediately trigger combat resolution, but instead the ships are now transferred to the tactical display where they will attempt to maneuver and fire their weapons. Those ships which began the movement phase in the star hex on the strategic map, including both warpships and dropped systemships, may be placed in any level cell of any hex on the display by the owning player, except for the center cell occupied by the star. The ships that are moving into the occupied star hex, either by warp movement or regular space movement, must be placed in any cell of the hexes on the edge of the display corresponding to the direction from which they entered the strategic star hex. An examination of the strategic map reveals that many warp lines enter star hexes on or very near a hex angle as well as through a hex side, so ships warping into the star hex must be placed either on or near a corner hex of the display or on the side of the display, according to the entrance point of the warpline. If multiple ships are entering the star hex from the same direction then they must be placed on the display edge hexes in a compact group, separated from each other by no more than two cells distance.

A warpship may still use a PD point to drop a systemship in the star hex that it moves into at the end of the movement phase. The dropped systemship must be placed in any cell adjacent to the warpship's cell, either above or below the warpship in the same hex or in the same or diagonal cell of an adjacent hex. Like the warpship it must be placed on one of the edge hexes of the display.

TACTICAL DISPLAY SEQUENCE OF EVENTS

1) ORDERS: Players write orders for all the ships on the display in the same manner as for regular *WarpWar*.

2) MOVEMENT: All ships are now maneuvered on the display according to the combat tactic assigned to each ship and the PD points allocated to Drives. The phasing player moves one ship of his choice, then the non-phasing player moves one of his ships. Then the phasing player moves a second ship, then the non-phasing player, and so on in this alternating pattern until all ships have been moved. One PD point may be expended from a ship's Drive allocation to drop or pick up a systemship during movement.

3) COMBAT: Missiles that have been launched are moved to intercept their target, while beams are fired and suffer range attenuation over long distances. All combat is simultaneous.

4) DAMAGE: Damage is assessed in the normal manner if a weapon has successfully contacted its target.

5) RETREAT: All ships that successfully retreated must be removed from the tactical display and placed on a space hex adjacent to the star hex on the strategic map.

6) REPEAT: A new combat round may be initiated if both players still have ships on the display. Refer to the regular rules to determine if combat can continue.

ORDERS

As in the regular game the players must still write orders for their ships; determining tactics for each ship, type of weapon used and target for that weapon, PD allocations to the various ship systems and whether systemships will be dropped or picked up during the round. On the tactical display these tactics and PD settings are now converted to actual maneuvers in the following manner:

Attack tactic - A ship ordered to use this tactic must move toward the target as far as its PD allocation to Drive will allow. It is not necessary to move in a straight line toward the target (movement at an angle is permitted) but the attacking ship should end its movement for the round closer to the target ship than it started.

Dodge tactic - A ship using this tactic may move in any direction that the player chooses, up to the limit of its PD allocation to Drive. It may not end its movement any closer to its target than it started, and it may end its movement the same distance or farther from the target.

Retreat tactic - A warpship desperate enough to use this tactic must both, 1) attempt to move away from all nearby enemy ships and 2) head towards the side of the tactical display that it is closest to. The immediate tactical situation may not allow the retreating ship to fulfill both requirements at the same time so the retreating player must decide which stipulation to obey. Whenever possible it is necessary to follow both.

In order to successfully retreat off the tactical display the retreating ship must have had enough PD points allocated to its Drive to allow it to move out of a hex/cell on the edge of the display. A ship that moves off the display in this manner is immediately placed in a space hex adjacent to the contested star hex on the strategic map. The specific space hex must correspond to the side of the tactical display that the ship retreated through.

Any ship on the display that fires its weapons at an enemy warpship that retreated completely off the display may target the weapons at the last cell that the retreating ship occupied immediately before it left the display. If the attack against the cell was successful then the retreating ship must be placed back on the display in that cell and apply any damage it sustained. The warpship may attempt to retreat again in subsequent rounds and can finally move back onto the strategic map if it does not receive any more damage. As long as a warpship continues to take damage while attempting to retreat it may not leave the tactical display.

MOVEMENT

The major change that the tactical display brings to the game is that it allows both warpships and systemships to maneuver around the star instead of just sitting in the hex on the strategic map exchanging shots. After they have been placed on the display at the beginning of the first combat round, ships may move in any direction that the player wishes. Ships may move up or down cells in the same hex, or they may move horizontally to cells on the same level in adjacent hexes, or they may move diagonally up and down from a cell/level in one hex to a different cell/level in an adjacent hex. When orders for each ship are written at the beginning of the combat round, a specific number of PD points are allocated by the player to the ship's Drive. This Drive allocation represents the maximum movement allowance of the ship, in cells on the tactical display, for that specific combat round. The ship may move one cell on the display for each PD point allocated to Drive. A ship with an allocation of 0 PD to Drive remains stationary in its cell for that round.

Example: A systemship has 5 PD points allocated to Drive for a round. The player decides to use the first three points by moving the ship in a straight line on a horizontal course through three hexes, then spend a point to go down one level in the same hex and expend the final point by moving diagonally to still a lower level in an adjacent hex. Thus the ship has moved through four hexes and changed level twice on five movement points.

Ships are allowed to enter all cells on the tactical display except those occupied by other ships (both friendly and enemy) and the star cell on level 0 in the center hex. While maneuvering on the tactical display only one ship, either warpship or systemship, can occupy a single cell at a time. This rule does not apply to systemships that have not been dropped yet. They are still considered to be an integral part of their carrying warpship until they are dropped. A systemship doesn't have to be placed on the display until it is dropped, but when it is dropped during a combat round it must be placed in any cell adjacent to its carrying warpship.

Any ship that enters or ends movement in the star cell is considered to have succumbed to the star's gravity and fallen into the star. The ship is destroyed and immediately removed from the display. Any weapons it was

ordered to fire are cancelled. Also any missiles that move into the star cell are considered to be immediately destroyed.

As mentioned previously warpships may attempt to leave the display if they were programmed with the Retreat tactic and did not sustain any damage from combat in that round. If the Retreat attempt was successful then the warpship is placed in a space hex on the strategic map adjacent to the contested star hex that corresponds to the side of the tactical display that the warpship just retreated through. Systemships, on the other hand, are interplanetary craft and do not have the capability of leaving the display under their own power. The only way they can leave the display is by being picked up by a warpship before it leaves the display.

COMBAT

The success of weapons causing damage to their target is now affected by the distance to that target.

Beams - The strength of a Beam is affected by range attenuation. Out to a range of five cells away from the firing ship, the Beam hits at the full PD strength that was allocated to it for that round. At a range of six to ten cells the Beam's strength is cut in half with any fractions rounded up. From eleven to fifteen cells distance the Beam's strength is cut again to one quarter of its original strength, with fractions rounded up again. At ranges beyond fifteen cells the Beam's power has finally petered out and dropped to 0 strength. The distance to the target ship should be counted in as straight a line as possible, excluding the firing ship's cell and including the target ship's cell. If the ships are on different levels then try to count as straight a diagonal line as possible.

A Beam that successfully hits its target causes damage proportional to the attenuated strength of the Beam at the calculated distance from the target. Thus a Beam will either hit at full, half or quarter strength. The reduced Beam strength is compared to the target ship's Screen strength for that round and the appropriate amount of damage points is then sustained by the target.

Example: A warpship fires a strength 5 Beam at a systemship with a Screen set to strength 2. The two ships are eight cells apart. In the regular game the warpship would have inflicted three points of damage on the systemship, but with range attenuation this is reduced considerably. At a range of eight cells the 5 strength Beam is reduced to 2 1/2 strength points, which is then rounded up to 3 points. Thus the warpship only causes one point of damage to the systemship.

Note: The "Hit+1" and "Hit+2" results on the CRT still affect weapon damage in the same manner as the regular game rules. So, its still possible for an attenuated Beam to do extra damage if both ships were programmed to Attack and the drive difference resulted in a plus hit.

Missiles - When a Missile is fired it is programmed with a Drive setting of 1 or greater, just like for a regular ship. To determine the Missile's movement allowance, double its programmed Drive setting. This doubled number is the maximum number of cells that the Missile can travel in that combat round. In order to reach its target the Missile must travel in as straight a line as possible moving through the maximum number of cells that its movement allowance will permit. The distance to the target is counted by including the target ship's cell and excluding the firing ship's cell. If the Missile runs out of movement points before it reaches its target then it is considered to have missed and is eliminated. If the Missile has enough movement points to reach its target then combat (and any damage resulting) is performed normally. A Missile can only last for one combat round, so it can either reach its target and attack or be lost to drift harmlessly in space forever.

Example: A Missile is launched with a Drive setting of 3. The 3 is doubled to 6 and becomes the Missile's movement allowance. The Missile can attack a target that is six or less cells away from the Missile.

As a side note, these two combat rules were written to encourage players to maneuver to close contact instead of stand off and fire at each other from long distances. The whole idea of using the tactical display is to allow players to maneuver their ships and take advantage of their opponent, so don't be afraid to use all the space available on the display!

MORE VARIANTS.....

The above rules can easily be reconciled with the advancement of technology levels. Beams at higher tech levels could be enhanced in one of two ways.

1) For each increase in tech level, lengthen the attenuation ranges by one cell. Thus, at tech level 1 the ranges become 1 - 6 cells, 7 - 12 cells and 13 - 18 cells. At tech level 2 the ranges are;

— continued on page 10

3-D

(continued from page 9)

1 - 7, 8 - 14 and 15 - 21 cells. This lengthening of ranges would continue until at high tech levels there would be no practical range attenuation on the display.

2) Keep the range attenuation distances the same but add the tech level number to the Beam strength before calculating any attenuation reductions. Thus a tech level 4 ship firing a strength 3 Beam would effectively have a strength 7 Beam from which to calculate attenuation reductions.

The Cannons and Shells in the "Variants" article could also be used by ships on the display. I suggest giving Shells a maximum firing distance of from ten to twelve cells. Any distance greater than that and the Shells lose sufficient velocity to cause any damage.

If the contested star hex happens to have a Base or Colony placed there by a player, and if that Base or Colony has any System Defense Beams or System Defense Missiles installed, this can be simulated by placing a Base or Colony counter on any hex of the tactical display in the same plane of the ecliptic as the star cell. (In other words, place the counter on a 0 level cell.) The Base or Colony counter represents the planet where the installation was built and does not move during the battle, no matter how many rounds are fought. Contrary to the rules in the "Variants" article these installations may now fire at and be fired upon by enemy ships on the display.

[Editor's note: This is a completely rewritten version of an article originally published in INTERPLAY #5 back in 1982.] ❑

VARIANTS

(continued from page 5)

will do 10 points of damage, and a 7 point Screen at tech level 2 will absorb 35/3, or 12 points of damage (7 + 14/3 = 11 2/3 = 12 rounded up)

SECTION V: COMBAT

1)•After three rounds of no combat, attacking Systemships are destroyed if they cannot be picked up by retreating Warpships.

2)•Warpships may pick up or drop as many Systemships per combat round as they have Systemship Racks. Each SR may EITHER pick up OR drop one Systemship per combat round.

3) Ramming is a new combat tactic. When ramming is selected, all energy must be allotted to drive, and no energy may be allotted to weapons systems. For incoming fire, the ramming ship is regarded as using the Attack tactic. All normal combat for the round is resolved and any damage that the ramming ship takes is subtracted from its drive setting before the collision. The energy in the ship's drive is then applied as damage against the enemy ship that is the target of the ramming. The ramming ship is automatically destroyed. The drive differences between ships are ignored. It is assumed that ramming takes one by surprise and thus can not be dodged. Likewise the target ship's battle tactic has no effect. If there is any energy in the drive, the ramming will succeed. Only one enemy ship can be rammed with each friendly ship.

4) Reserve Power Allocation - As orders are written, a player may allocate power factors to his "reserves." This power may then be added to the various ship systems to increase their effectiveness. Reserve Power may not be transferred to Beams or Tubes, nor to any system which does not already have some power already allocated to it. Power in reserves is released as follows: After combat tactics and weapons fire of each ship is known (i.e., Attack & fire Beam, or Dodge & fire Missiles), power may be transferred to Screens. After this, both sides reveal Beam strength, targets and drive allocations of their Missiles (Beam targets are revealed before Screens are increased), and initial drive allocations for ships. Any power remaining in reserve may be used to change that ship's drive setting, either up or down. Combat is then resolved in the normal manner, using the altered Screen and Drive values.

5) Hulks - Any ship that is destroyed has its counter inverted, not removed, to represent no energy output and Warp Generator shut-off. An inverted ship is considered adrift in combat, which means all attacks hit with +1 damage. An inverted ship (Warpship or Systemship) can be picked up by a player's Warpship as long as there are no enemy ships in the same hex. A player MAY pick up an opponent's inverted ship. A player may at any time voluntarily power-down any of his own ships merely by inverting it. While a ship is powered down it can not move or attack and is treated as a destroyed ship, even to the point of being scrappable by the opponent. A player is not required to tell his opponent which ships are dead and which are powered-down. A ship that is powered-down for more than three turns is destroyed, due to death of crew from unrecirculated air. A powered-down ship may power-up at any time, including while in another Warpship's Systemship Rack. The first combat round after powering-up a ship's Screens, Beam and Missiles are at half strength. If not carried by a Warpship, Drive is at 0. If a ship attacks the Warpship carrying it, the Warpship is always hit at +2. Screens do not stop any hits in this case. A Warpship cannot attack any ship it is carrying. All it can do is take its lumps that round, eject the ship, and attack next combat round.

EXTRA BONUS SCENARIO: WARPCHESS *OR* ARCHON IN SPACE

WarpWar is sort of like Archon, with simple strategic movement but bloody tactical fighting. So here is the variant to play *WarpWar* like Archon.

First: Make a decent-sized map. One way to do this is to photocopy the original map twice and attach the two copies together side by side with the ends facing opposite directions.

Next: Take a large number of BPs, say 200, and design a "set" of ships to use. Both players will use identical forces. No Systemships.

Set up the fleets in a uniform manner. Flip a coin and go to it. Each player can only move three ships per turn. Systemships. economics, tech levels, and repair and resupply rules are not used. Missiles and Shells are automatically resupplied at the end of every player turn. The game ends when one side is destroyed; alternatively, both sides can designate a "king" piece, the destruction of which ends the game. ❑